

AMENDMENTS TO THE CLAIMS:

This listing of the claims will replace all prior versions, and listings, of the claims in this application.

Listing of Claims:

1. (Currently Amended) A system for implementing entity bookmarks, comprising:
an entity that comprises a plurality of components that are suitable for storage in a memory device, one of said components comprising including an addressing mechanism that comprises a representation of at least one address;
a selectable resource wherein the resource is accessible via the addressing mechanism; and
means for selecting the resource.
2. (Currently Amended) A method for implementing entity bookmarks, comprising:
selecting an identifier associated with a resource;
associating the identifier with an entity bookmark, wherein the resource is accessed by selecting the entity bookmark, and wherein an entity is provided so as to comprise a plurality of components that are suitable for storage in a memory device, one of said components comprising said entity bookmark.
3. (Currently Amended) An entity, comprising:

a media pool;
a body;
at least one entity method; and
at least one bookmark, wherein the bookmark provides an addressing mechanism that comprises a representation of at least one address.
4. (Currently Amended) An entity, comprising:
a media pool;

a body;

a brain;

at least one entity method; and

at least one bookmark, wherein the bookmark provides an addressing mechanism that comprises a representation of at least one address.

5. (Original) The system of claim 1 wherein the addressing mechanism provides a link to a universal resource identifier (URI).

6. (Original) The method of claim 2, wherein the identifier is a universal resource identifier (URI).

7. (Currently Amended) A system for entity messaging, comprising:

an entity that comprises a plurality of components that are suitable for storage in a memory device, one of said components comprising at least one bookmark that comprises a representation of at least one address including at least one bookmark;

an entity-enabled device for invoking the entity; and

a bookmark selection means for selecting the bookmark.

8. (Currently Amended) A method for entity messaging, comprising:

invoking an entity that comprises a plurality of components that are suitable for storage in a memory device, one of said components comprising at least one bookmark associated with a resource, said at least one bookmark comprising a representation of at least one address, wherein the entity includes at least one bookmark associated with a resource;

selecting the bookmark; and

accessing the resource associated with the bookmark.

9. (Currently Amended) The system of claim 7, wherein the bookmark selection means **further** comprises error handling means for determining whether the bookmark selection fails.

10. (Original) The system of claim 7, wherein the bookmark selection means is a link to a universal resource identifier (URI).

11. (Original) The system of claim 7, wherein the bookmark selection means is a shortcut to a link to a universal resource identifier (URI).

12. (Original) The method of claim 8, wherein the resource associated with the bookmark is a universal resource identifier (URI).

13. (Original) The method of claim 8, further comprising the step of determining whether an error has occurred during the accessing of the resource.

14. (New) A multi-component logical entity storable in a memory medium comprising:
a media pool component;
a body component;
a brain component;
at least one entity method component; and
a bookmark component, where said bookmark component comprises at least one universal resource identifier (URI) for enabling a user of the entity to access a link associated with the URI.

15. (New) A multi-component logical entity storable in a memory medium as in claim 14, where the URI is represented by a shortcut to the URI.

16. (New) A multi-component logical entity storable in a memory medium as in claim 14, where the URI points to a location that stores content that comprises at least a part of said media pool component.

17. (New) A multi-component logical entity storable in a memory medium as in claim 14, where said entity is received over a wireless communications channel as part of a message.

S.N. 09/892,344
Art Unit: 2174

18. (New) A multi-component logical entity storable in a memory medium as in claim 14, where said entity is transmitted to a wireless communications channel as part of a message.